



Instructional Framework Fashion Design and Merchandising – 52.1900.20

Domain 1: Design and Construction 45-55% Instructional Time	
STANDARD 1.0 APPLY MATHEMATICAL PROCESS TO PROBLEM	
1.1 Express problems in design and merchandising using numeric,	Measure
symbolic, and/or graphic representation	5.6 " " " 1.1.1."
1.2 Perform mathematical calculations in the context of design- and	Perform mathematical calculations
merchandising-related problem	
1.3 Identify and perform conversions of units of measurement (English and metric)	Equivalents and abbreviations
1.4 Calculate yardage multiplied by man hours and material price for a design project	Calculate math problems
1.5 Solve common problems in merchandising and manufacturing using	Markup/markdown
mathematical formula (e.g., markup/markdown, gross margin, keystoning,	Gross margin
profit and loss)	Keystoning
	Profit and loss
1.6 Calculate the transition from sample to mass production	Calculate costs
1.7 Use a chart to identify fabric weight per square yard	Shipping weight
	Cold vs. Warm
	Thick vs. Thin
STANDARD 2.0 EXAMINE MEASUREMENT TECHNIQUES IN DESIG	GN, MANUFACTURING, AND MERCHANDISING
2.1 French curve, S-curve, tape measure, see-through ruler, hem gauge, hip curve)	Identify and use measuring tools
2.2 Select the appropriate measurement technique for a specific need (e.g.,	Appropriate measurement technique
pleating, seaming, gathering, etc.)	
2.3 Select the appropriate measurement tool for a specific task	Appropriate measurement tool
STANDARD 3.0 ANALYZE THE PRINCIPLES AND ELEMENTS OF DESIGN	
3.1 Explain basic design elements and principles	Explain basic design elements and principles
3.2 Identify terminology related to color principles (e.g., color washes,	Psychology of color
psychology of color, physics of color, color scheme)	Color scheme
3.3 Differentiate between hue, value, and intensity	Differentiate between hue, value, and intensity

3.4 Explain how elements and principles create visual illusion or flattering	Apply Elements and Principles of Design to create visual
aesthetic	illusion or flattering aesthetic
3.5 Explain how color, pattern, and material create mood in design	Create mood in design
STANDARD: 4.0 EVALUATE TEXTILES, FIBERS, AND FABRICS	
4.1 Identify the characteristics of natural and synthetic/manufactured fibers	Natural vs. Synthetic
4.2 Identify the names of fabrics with various construction weaves	Types of Weaves
4.3 Describe the characteristics of fabrics with various construction weaves	Characteristic of Weaves
4.4 Differentiate among woven, knit, and other methods of fabric	Knit vs. Weaves
construction	
4.5 Identify fabric finishes	Identify fabric finishes
4.6 Identify color application methods	Identify color methods
4.7 Select fibers and fabrics for specific end uses	Fabric end uses
4.8 Apply labeling information to care for fabric	Apply labeling information to care for fabric
STANDARD 10.0 CONSTRUCT A GARMENT BY PRECISELY APPL	YING THE PRINCIPLES OF QUALITY APPAREL
CONSTRUCTION	
10.1 Compare the quality of different clothing construction techniques and their financial result (e.g., serged seam vs. wide-margin seam)	Seam Types vs. Costs
10.2 Determine yardage, cost of fabric, and other needs for selected pattern style and use	Calculate costs
10.3 Define terms commonly used in pattern directions and layout (e.g., straight grain, cross grain, bias, selvage, center front, nap, print matching)	Construction vocabPattern layout
10.4 Interpret and follow pattern directions for constructing apparel	Interpret/read patterns and industry terms
10.5 Perform pattern layout and cutting for garment construction to minimize waste/cost	Methods for pattern layout
10.6 Explain the use of appropriate equipment to practice effective pressing	Pressing techniques
techniques (e.g., sewing, pressing, etc.)	Use of appropriate equipment
10.7 Evaluate the construction and proper fit of garments	Fitting
STANDARD 11.0 PREPARE FASHION DESIGNS	
11.1 Identify styles, parts, and details that make up a garment	Know parts of a garmentKnow styles of garment
11.2 Describe and use the proportions of a fashion figure/croquis	Croquis proportions

11.3 Identify ways physical attributes, including disabilities, influence clothing design	Design adaptive clothing
11.4 Describe the principles and elements of design in fashion sketches	Apply Elements and Principles of Design in Croquis
11.5 Select appropriate fabric swatches for a fashion design	Select appropriate Fabric swatches
11.6 Identify design features and construction details on a flat	Technical Flat
11.7 Identify the correct order of steps in developing a sample garment	Steps in Construction
11.8 Identify computer software and applications for computer-assisted	Introduce technology in industry
design (CAD) in the fashion industry (e.g., Auto CAD, Photoshop, Illustrator)	
11.9 Select possible components of an apparel line	Components of an apparel line
STANDARD 12.0 EXPLAIN THE IMPORTANCE OF ACCESSORIES TO FASHION	
12.1 Identify accessory categories	Identify accessory categories
12.2 Identify accessory styles within various categories	Identify accessory styles
12.3 Recognize quality construction features of different accessories (e.g.,	Fine vs. Costume Accessory Construction
jewelry: plating, fasteners; handbags: lining, edging, hardware)	

Domain 2: Business of Fashion 40% Instructional Time	
STANDARD 5.0 EXAMINE THE OPERATIONS OF RETAILING (BRIC	CK AND MORTAR AND E-COMMERCE)
5.1 Distinguish quality customer service from poor customer service	Quality customer service
5.2 Analyze the relationship of customer service and customer satisfaction on business success	Customer relations impact on business success
5.3 Explain the concept of a target customer	Target Customer Terminology
5.4 Describe how a target customer affects product selection	Demographics of target customer
5.5 Explain merchandise buying practices (e.g., how to receive, mark, and stock merchandising)	Buying Practices
5.6 Explain the relationship among pricing, profit, and customer's perception of value	Perception of ValueCosting
5.7 Describe common selling techniques (e.g., suggestion selling, loss leader, upselling, cross-selling)	Selling Techniques
STANDARD 6.0 EXAMINE MARKETING SKILLS FOR THE SUCCES	S OF DESIGN AND MERCHANDISING BUSINESS
6.1 Describe the concept of target customer as relates to retail marketing	Target Market
6.2 Describe the effect of visual merchandising on the customer	Describe Visual Merchandising
6.3 Evaluate the concept of visual merchandising using the elements and principles of design	Evaluate Visual Merchandising
6.4 Describe effective uses of social media for fashion marketing	Social Media Marketing

6.5 Explain types and uses of promotional activities to market products and services (e.g., email, social media, in-store, loyalty programs, flyers)	Promotional Activities	
6.6 Describe ethical behavior in marketing	• Ethics	
STANDARD 8.0 ANALYZE A FASHION DESIGN AND MERCHANDISING BUSINESS		
8.1 Describe employment opportunities in the apparel industry	Career in Industries	
8.2 Compare the advantages and disadvantages or sole proprietorships, partnerships, and corporations	Sole proprietorships, partnerships, and corporations	
8.3 Identify the stages of apparel production	Stages of ProductionProduction Line	
8.4 Differentiate fashion design lines and price points (e.g., haute couture, designer, bridge, contemporary, moderate, budget/mass market)	Fashion brand category vs. price point	
8.5 Explain the importance of sourcing as it relates to the design process	Sourcing	
8.6 Describe the steps in the manufacturing process	Manufacturing process	
8.7 Describe how design decisions can affect the cost of apparel products	Design Decisions vs. costs	
8.8 Identify components of trade relations (e.g., taxes, trade agreements, tariffs, import/export, duties)	Import/Export costs	
8.9 Identify channels for product distribution	Channels of Distribution	
STANDARD 13.0 EXPLORE ETHICAL ISSUES IN FASHION DESIGN	N AND MANUFACTURING	
13.1 Describe common ethical issues to be considered in sourcing and manufacturing (e.g., workers' rights, pollutants, energy efficiency, animal rights)	Ethical issues	
13.2 Explain the use of the "triple bottom line" (social, environmental, commercial) in defining sustainability in the fashion industry	Triple bottom line	
13.3 Identify actions taken within the fashion industry to support ethical design, manufacturing, and distribution (e.g., upcycling/recycling materials, "fair trade," and "cruelty-free" labeling, green/sustainable design practices)	Ethics in Fashion Industry	

Domain 3: Psychology of Fashion 10% Instructional Time		
STANDARD 7.0 DISTINGUISH INFLUENCES ON THE FASHION DESIGN INDUSTRY		
7.1 Describe key moments in 20th century history that influenced the development of American fashion (e.g., cotton gin,sewing machine, paper pattern, media, etc.)	History of Fashion	
7.2 Identify psychological influences on the development of fashion trends (e.g., denim and identification with the working class, the 80s "power suit," Chanel pants as an expression of liberation)	Historical fashion trends	

7.3 Describe the relationship between fashion trends and forecasting	Trends Forecasting	
7.4 Explain how values are communicated through clothing and accessories	Communicating through clothing	
7.5 Describe the role of leading designers, celebrities, and others in determining fashion trends	Influences on Fashion	
STANDARD 9.0 ANALYZE FACTORS THAT DETERMINE THE SELECTION OF CLOTHING		
9.1 Describe how people use clothing to express themselves	Expression through clothing	
9.2 Identify body types and characteristics that influence the proper selection of clothing (e.g., anthropometrics, physical attributes, etc.)	Selection of clothing based on body type	
9.3 Describe how an illusion of size can be created by the proper selection of fabric design	Fabric Design	
9.4 Describe how an illusion of size can be created by the proper selection of fabric texture	Fabric Texture	